IN THE CLAIMS:

The following listing of claims will replace all prior versions, and listings, of the claims in the application:

1. (Currently amended) A method of making a computational service available in a multiple server computing environment comprising:

exchanging information between a plurality of servers;

initiating a connection between a client unit and a first server of said plurality of servers;

determining a most recently accessed session of a plurality of sessions on said plurality of servers;

determining at said first server a location of <u>a session</u> said most recently <u>accessed session</u> on one of said plurality of servers; and

redirecting said client unit via said first server to a second server of said plurality of servers having said most recently accessed session;

wherein each of said plurality of sessions comprises a plurality of services requested by said client unit;

wherein said first and second servers can each provide said plurality of services; and

wherein said plurality of services comprise state maintenances for a user of said client unit.

2. (Previously presented) The method of Claim 1, wherein said initiating comprises:

said client unit broadcasting a message to said plurality of servers; and said first server responding to said message.

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- 3. (Previously presented) The method of Claim 1, wherein said initiating is in response to a prior server failing.
- 4. (Currently amended) The method of Claim 1, wherein said <u>most recently</u> accessed session is associated with a token.
- 5. (Currently amended) The method of Claim 4, wherein said <u>second</u> determining <u>step</u> comprises:

said first server sending a message to said plurality of servers, said message comprising said token; and

said plurality of servers responding to said first server with session information associated with said token.

- 6. (Cancelled)
- 7. (Previously presented) The method of Claim 1, further comprising securing messages between said client unit and said plurality of servers.
- 8. (Previously presented) The method of Claim 7, wherein said securing is performed with a keyed hash signature.

Claims 9-16 (Cancelled)

17. (Previously presented) The method of Claim 1, wherein said information exchanged between said plurality of servers comprises a description of a network topology of said plurality of servers.

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- 18. (Previously presented) The method of Claim 17, further comprising updating status in said network topology on a relationship between a connectivity of said client unit and said second server.
- 19. (Previously presented) The method of Claim 1, wherein said second server comprises a server available for having said session.
- 20. (Previously presented) The method of Claim 1, wherein said client unit comprises a thin client unit.
- 21. (Previously presented) The method of Claim 1, wherein said session comprises a thin client session.
 - 22. (Previously presented) The method of Claim 1, comprising: maintaining said session persistently by said plurality of servers.
- 23. (Previously presented) The method of Claim 1, wherein said client unit comprises a stateless device.
- 24. (Previously presented) The method of Claim 1, wherein said determining said location at said first server of said session on one of said plurality of servers comprises receiving a message from said second server of an availability of said second server for having said session.
- 25. (Currently amended) The method of Claim 24-14, wherein said token can identify a plurality of sessions.

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- 26. (New) The method of Claim 1, wherein said plurality of servers communicate with each other in a self-organizing manner.
- 27. (New) The method of Claim 26, wherein said plurality of servers do not have a master component.
 - 28. (New) A method of making a computational service available in a multiple server computing environment comprising:

exchanging information between a plurality of servers via a self-discovery mechanism;

initiating a connection between a client unit and any one of said plurality of servers that is available to connect with said client unit by inserting a token into said client unit;

finding a plurality of sessions associated with said token;

determining a most recently accessed session;

directing said client unit to a first server of said plurality of servers having said most recently accessed session; and

redirecting said client unit via said first server to a second server of said plurality of servers having a next most recently accessed session if said first server fails.